

BRITAIN'S TOP VIDEO GAME COMIC!

Sonic **the comic**



CHECK IT
OUT, DUDES...
THE COOLEST
PLACE IN
SPACE!



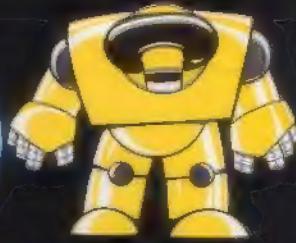
SONIC'S WORLD!

THE SECRETS OF
MOBIUS - INSIDE!



CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers! Didn't I tell you it would be great? What am I talking about? Why, *The Sonic Terminator* of course! It's the longest *Sonic* story we've run yet. Not surprising when you see how much the humes writer and artist have had to pack into it: Metal Sonic (Metallix), The Miracle Planet, Never Lake - many of the great new things first seen in *Sonic CD*. But what about *Sonic 3*? Where is Knuckles, The Floating Island, the new zones? Chill out, dudes (sorry, I've just read the latest *Sonic* story), the best is yet to come!

If you like our extra-long *Sonic* story don't forget to write and tell us (or me!). Your letters and drawings are really appreciated. I read them all - and even make those lazy humes round here do the same. Thanks to each and every one of you who has written or drawn something for STC. I wish we had room to print them all.

Speaking of those lazy humes - it's time for me to go and clean out their feeding trough. I'll leave you with one thought - watch out for *Pirate STC*!

Megadroid

STC's GOOD READING GUIDE SONIC THE POSTER MAG No.4:

Giant Shinobi action poster plus all-new, full-length *Shinobi* story. On sale now, £1.35.

- Editor: Richard Burton
- Asst. Editor: Deborah Tate
- Designers: Clare Gillmore
- Contributors: Steve Gammie, Gary Ross
- Managing Editors: Steve Atkinson
- Publisher: Chris Power

Big Dipper Winners

Here's the '96 winners of STC 16's Tomy Lucky Dip draw. The Lucky Dip prizes are: 18 Tails cuddly toys, 10 large & 16 medium Sonic cuddly toys, 16 Sonic Mountain Quests, 16 Sonic Pinball Games, 16 Sonic Water Wizards. Well done!

B. H. Spencer, London.
M. J. Kotobek, Luton.
J. Zedekas, Khelembig, Ayubia.
A. A. Rowson, Tiverton, Somerset.
G. Jones, Tiverton, Nottingham.
D. Cook, Morden, Surrey.
J. Waghorn, Tonbridge Wells, Kent.
D. Humphreys, Whitstable, Kent.
S. Atkin, Bishopsworth, Bristol.
B. Davies, Moodies, Essex.
L. Attewell, Kingsley, Northampton.
D. Burton, Altringham, Bucks.
K. Khan, Beckton, London.
G. Worsfold, Sandy, Beds.
K. Young, Norton Canes, Cannock.
H. Sonnino, Walsall, West Midlands.
J. H. Czobry, Tattenhall, Cheshire.
J. Rowe, Maldonhead, Kent.
H. Hosking, Newquay, Cornwall.
R. Brinbeam, Theobald, West Sussex.
J. Draper, Ilkstone, Derbyshire.
N. Bonny, Middleton, Manchester.
R. Edwards, Darnall, Cheshire.
J. Cox, Wokingham, Berks.
M. J. Clarke, Moseley, Birmingham.
D. Norris, Otley, West Yorks.
G. F. Reid, Greengrass, Tavistock.
J. Harris, Nr. Davison, Wilts.
M. J. Ramster, London.
J. Amisi, Bradford.
G. Wadd, Andover, Hants.
I. Maslin, Derby.
A. Nixon, E. Borgholt, Essex.
G. A. Mann, Darlington, Co. Durham.
D. Courtney, Yeoh, Glasgow.
J. Brash, Cheshire, Stoke on Trent.
S. Bowring, Stourbridge, W. Midlands.
H. Jones, Dolgellau, Wales.
P. Jolley, Runcorn, Cheshire, Merit.
E. Said, London.
D. Harris, Bushy, Herts.
R. Marshall, Castle Troy, Limerick.
Q. Low Jr., Peterhead, Aberdeenshire.
E. Haldwick, Trowbridge, Wiltshire.
S. McSherry, Holloway, London.
C. Storey, Lisburn, Co. Antrim.
A. Russell, Wednesbury, West Mid.
C. Cartwright, South Wirral, Liverpool.
P. Grant, Colles, Bournemouth.

The Sega Charts

All the chart action for all the Sega systems

- In every issue of STC.

up down non mover
RE re-entry NEW new entry



CHARTS
COMPILED
BY
GALLUP

MEGA DRIVE

- 1 SONIC THE HEDGEHOG 3
- 2 RE PGR EUROPEAN TOUR GOLF
- 3 FIFA INTERNATIONAL SOCCER
- 4 HBA JAM
- 5 SENSIBLE SOCCER
- 6 ALADDIN
- 7 RE 2001/JAMES POND 3
- 8 MICRO MACHINES
- 9 RE MORTAL KOMBAT
- 10 V STREET FIGHTER 2 CHAMP ED

MEGA-CD

- 1 GROUND ZERO TEXAS
- 2 UP WWF RAGE IN THE CAGE
- 3 V HOCKEY 1994
- 4 THUNDERHAWK
- 5 SONIC CD
- 6 HIGHT TRAP
- 7 V LETHAL ENFORCERS
- 8 NEW MICROCOOSH
- 9 RE SILPHEED
- 10 RE ROAD AVENGER

MASTER SYSTEM

- 1 JUNGLE BOOK
- 2 SONIC CHAOS
- 3 SENSIBLE SOCCER
- 4 MORTAL KOMBAT
- 5 RE MICRO MACHINES
- 6 RE SHINobi
- 7 V WINTER OLYMPICS
- 8 DESERT STRIKE
- 9 V FANTASTIC ADVENTURES OF DIZZY
- 10 V SONIC THE HEDGEHOG 2

GAME GEAR

- 1 MICRO MACHINES
- 2 HBA JAM
- 3 DESERT STRIKE
- 4 JUNGLE BOOK
- 5 WINTER OLYMPICS
- 6 SONIC CHAOS
- 7 NEW PGR TOUR GOLF
- 8 NEW SENSIBLE SOCCER
- 9 SONIC THE HEDGEHOG 2
- 10 RE MORTAL KOMBAT

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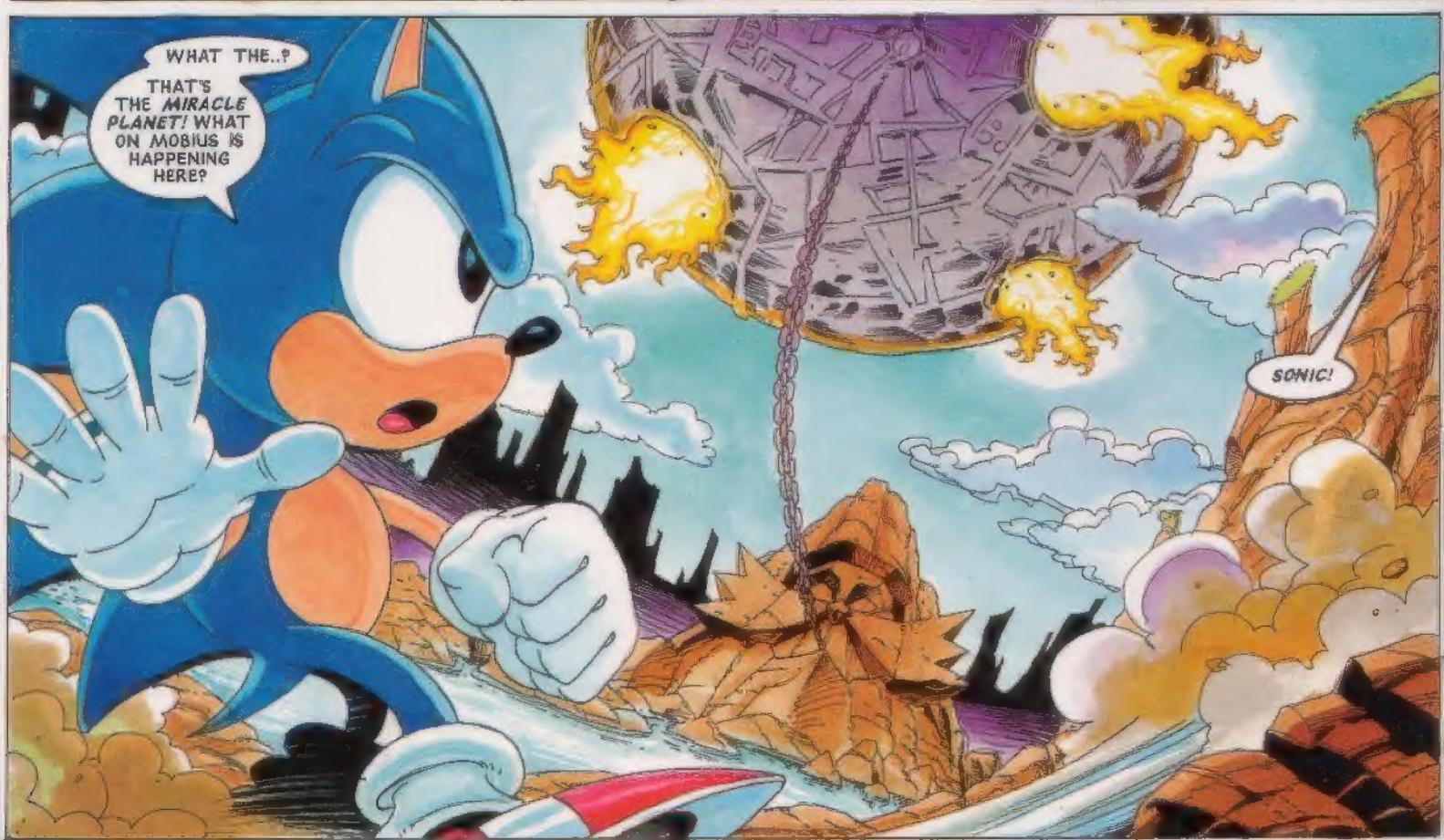
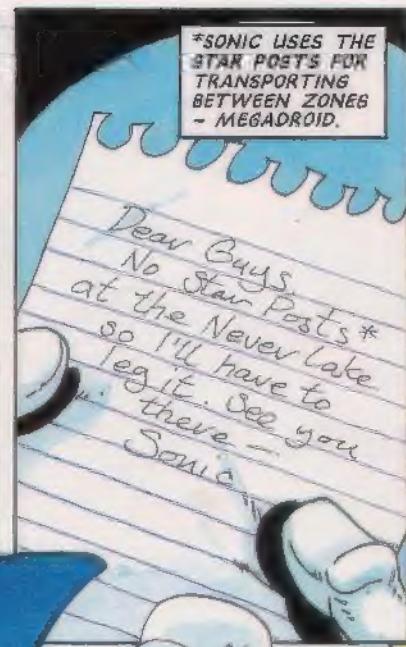
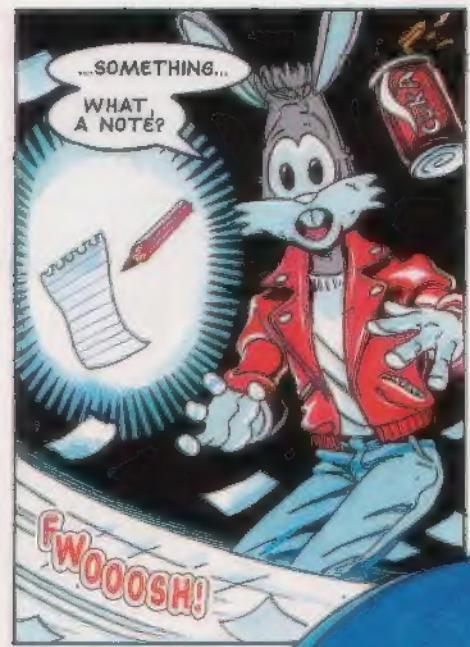
SONIC

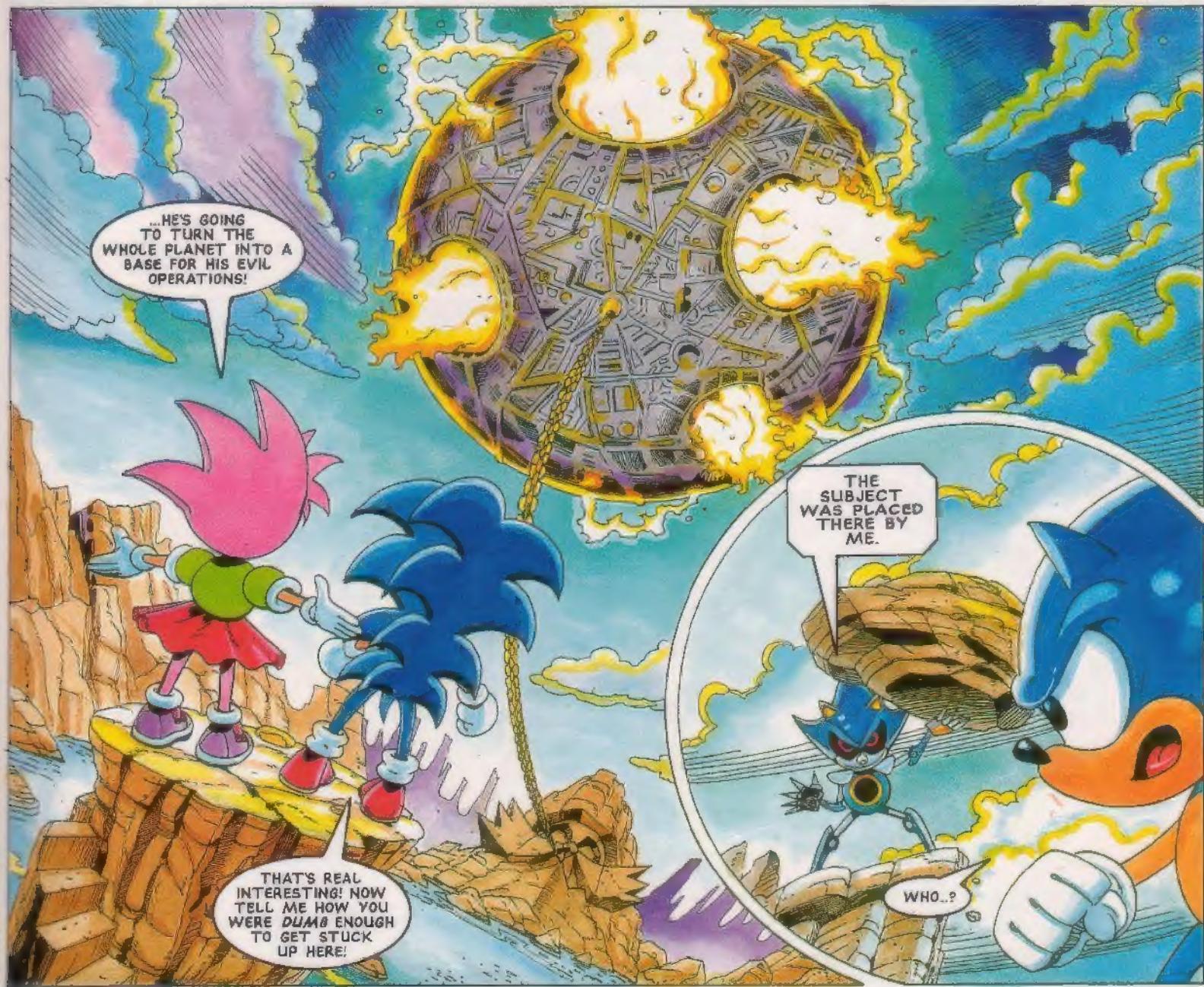
THE HEDGEHOG

The Sonic Terminator Part 3

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Steve Potter







I AM
METALLIX,
THE METAL SONIC.
I SERVE THE GREAT
ROBOTNIK...

...AND I AM YOUR
DESTRUCTION!



TERMINATION
OF SONIC NINETY-EIGHT
PERCENT POSITIVE AND
RISING.

BUDDY
THAT TWO
PERCENT IS ALL
THAT I
NEED!

ERROR...
RECALIBRATING...
ERROR...

BK TO THE
PAST

RE-
CALIBRATE
THIS YOU WALKING
TIN CAN!

B-KRAM!

YOW!
WATCH THOSE
LASERS! NEARLY LOST
A SPIKE THAT
TIME!

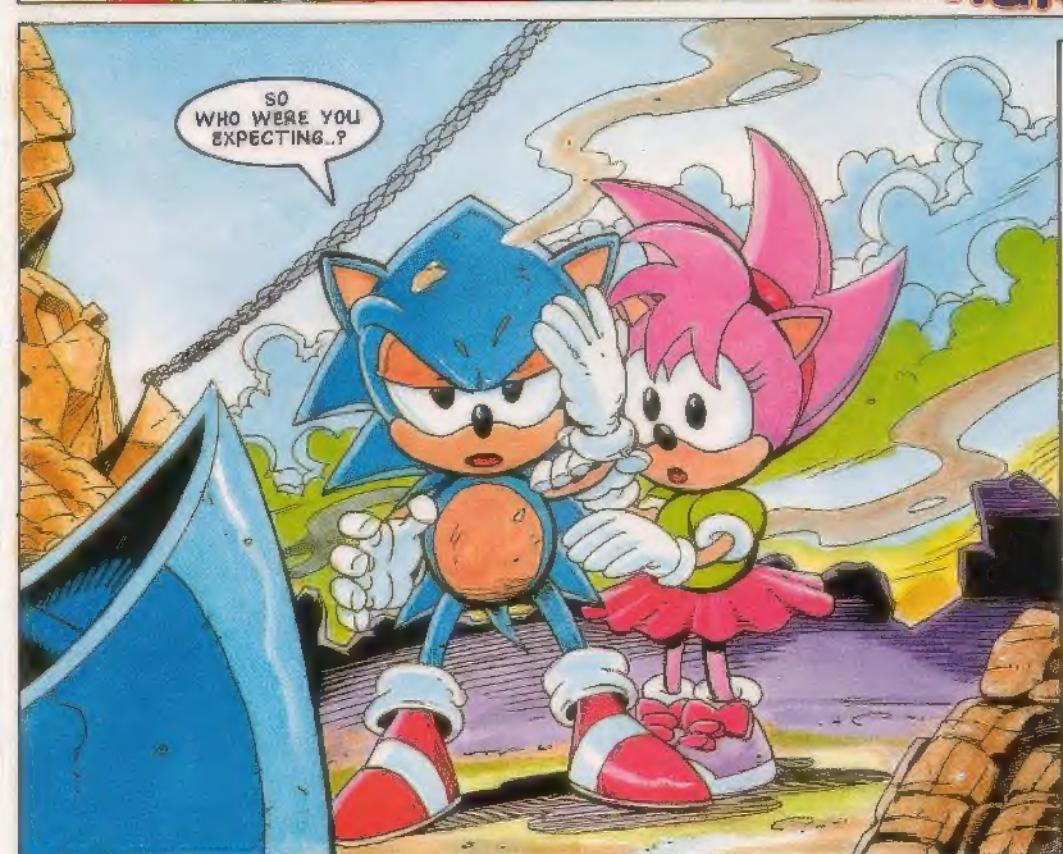
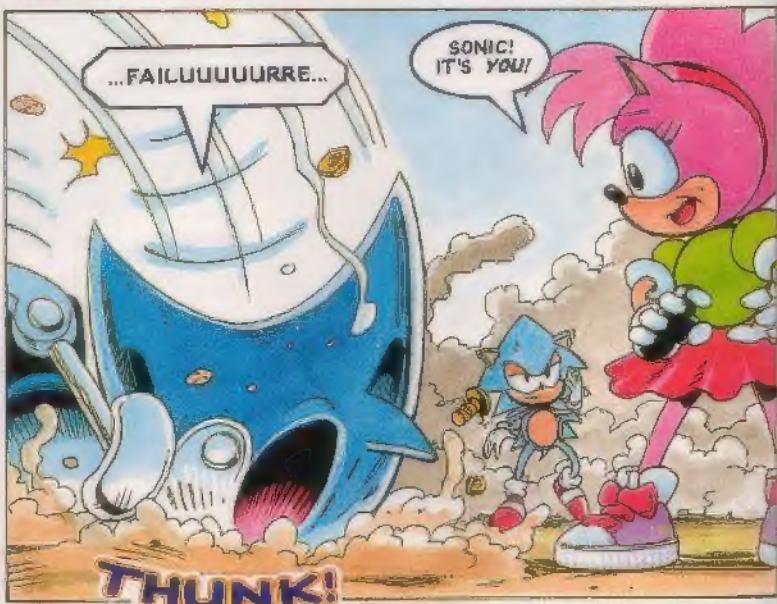
VVIPP!
VIPP!!

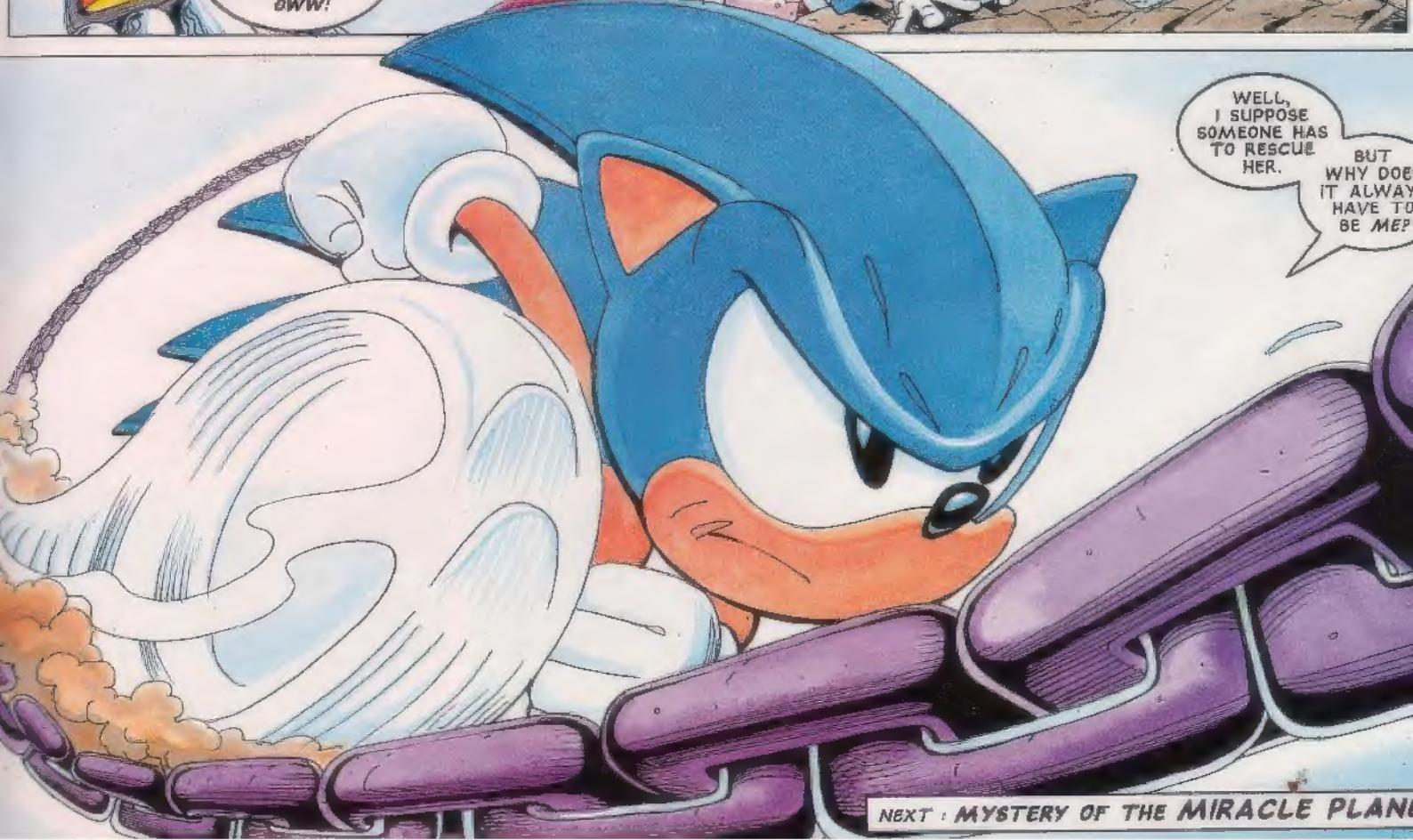
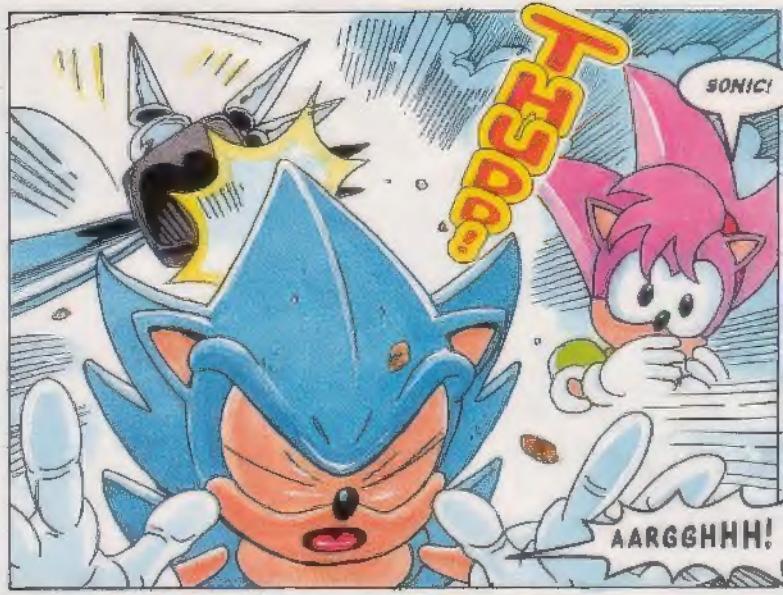
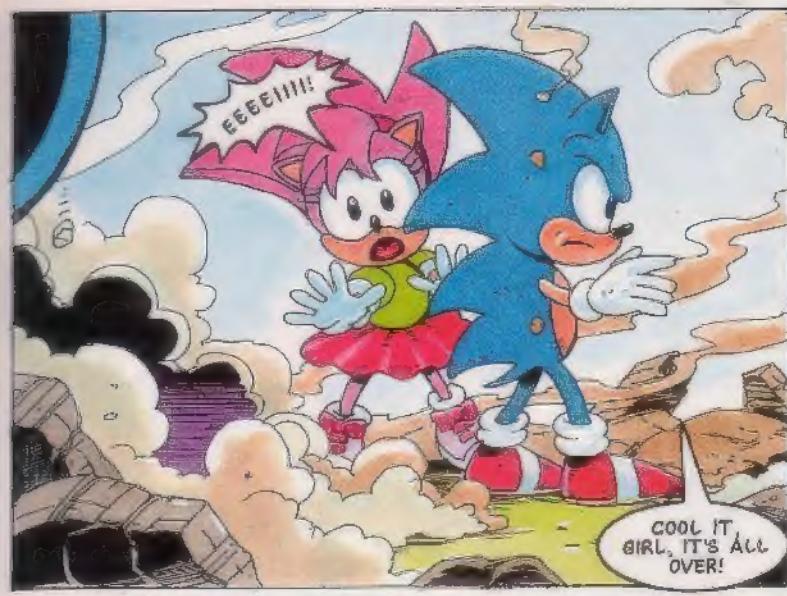
I CAN'T
SEE WHAT'S
HAPPENING... THEY'RE
MOVING TOO
FAST!

THOOOM!

B-SPOKK!

KRAKKA!
SKRATCHHH!





NEXT : MYSTERY OF THE MIRACLE PLAN

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: David Gibbon & Jenny Fromer.

SKITCHIN'

game type: RACING SIMULATION
1-2 PLAYERS



On first glance, I thought, hey, this is *Road Rash* again, but while *Skitchin'*, has similar graphics, it's much more involved and exciting. The controls are fairly basic which makes it easy to get into, and the buzz of the head-to-head makes it one of the best split-screen racers for some time.

To play, you can either take on the computer, take on a friend, do both, or, with EA's Multi-Tap Adaptor, up to eight people can enter a tournament. However you do it your goal is to win road races (on skates) and therefore, win the bucks necessary to upgrade your equipment for the next event. Once you've been run off the road by a Chevy van and flattened by a jeep, your skates and pads tend to need serious repair!

So, how to Skitch... Check your rear-view mirror for approaching traffic, pop out an outstretched hand, and grab the rear bumper of the vehicle coming past. Once you've built up sufficient speed you want to slingshot your way forward. The key is to skitch often and skitch fast. To pick up extra funds you can perform jumps from strategically placed ramps; the harder the trick, the bigger the pay-off.

If this isn't challenging enough, the other racers are after your blood and will be wielding a succession of nasty weapons. You can fight back using either your meagre fist or by scooping up the odd lead pipe from the road. Another thing to look out for is the diligent cop patrol, 'cos if you're caught *Skitchin'*, you'll be busted and the race will be over.

As you progress the courses get harder, the traffic thicker, and the roads become littered with obstacles. You can approach the game as a high-speed beat-em-up, but lasting success comes from strategy and careful timing.

However, while *Skitchin'* is a hell of a game, it should be said that the notion of actually attempting such moves is extremely dangerous and would almost certainly result in serious injury. None of the stunts incorporated in this cart should ever be tried for real. Wisely, Electronic Arts include this same warning on both the handbook and the game.

All in all though, *Skitchin'* (the game) is manic fun at breakneck speed. The music is suitably hip and the animation very fluid. Chances are you'll find the game so addictive that even after endless trips to intensive care you'll keep coming back for more. - JF



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawnsville

40 - 70% - Normalsville

70 - 80% - Fun City

80 - 90% - Big Time City

over 90% - Mega City!

FAST FAX

PUBLISHER PRICE
ELECTRONIC ARTS £44.99

GRAPHICS

***** 82

SOUND

***** 82

PLAYABILITY

***** 89

RAVES: GRAVES

Fast, furious and fun Picking up weapons can be tricky.

OVERALL

88%



BATTLECORPS

game type: 3D TACTICAL

SHOOT-EM-UP

1 PLAYER



In the year 2006, war has broken out between two rival mining companies on planet Mandelbrot, eight light years from Earth. BioMechanical Incorporated has attacked and invaded Interplanetary Mining Corporation's primary reactor installation. To counter BioMech's aggression, IMC has set up a defence squad called the Battlecorps - aka YOU!

Battlecorps is another Thunderhawk clone, featuring action packed search and destroy missions; these take place across five monstrous moons called Vega, Cygni, Drake, Caliban and Moebius. Each moon has its own environment; Drake is the most hostile thanks to violent volcanic activity and 400 mph winds, while Caliban features constant snow blizzards. The game starts with a typical Core spectacular, i.e. an animated intro sequence accompanied by heavy metal music and volcavision, while showing BioMech attack IMC installations on Mandelbrot and its moons.

You select one of three characters available; each one has varying attributes, but no one character is superior to the other. Each character has three lives and once you have lost all three, you are given the chance to select another of the two gunjock's remaining. In total this gives you nine lives to play with. All missions are jammed with gloriously coloured, 360 degree, 3D-modelled, fully rendered and texture-mapped surfaces, which all look fantastic.

The vehicle which moves you around the terrains is a two-legged, twin-cannoned Bipodal Attack Machine (BAM) known as the Armordillo.

SOULSTAR

GAME TYPE: 3D TACTICAL SHOOT-EM UP
1-2 PLAYERS



If the question: 'What's the most memorable game you've seen on the Mega-CD?' arose, bet you three Seniors you'd say Thunderhawk! The reason being, the game has some spectacular 360-degree rotating texture-mapped terrains with terrific gameplay. Well, guess what? The same team have come up with the excellent Soulstar, also featuring 360-degree rotation, but the action takes place in space!



The basic idea is to fly

to a total of six planets and complete up to a dozen missions. More than 100 missions are texture-mapped to destroy an evil race of aliens called the Mykroids. The game kicks off with a very nice, full-motion-video animated intro sequence, accompanied by superb orchestral music and commentary. You save your progress in a save disk or DOS floppy disk.

Average: This mission is a 3D modelled hangar bay which morphs on-screen into three distinct vehicle-types: Strike Craft (spacecraft), Attack Tank (for driving on ground) and bladeless Turbo-copters (for flying). The vehicle is automatically selected to suit the environment.

The Mykroids have a giant Warship, and in the first mission you must fly into this. The game then branches into three distinct routes, whereupon the player chooses which option to take through the vast interior of the Warship. During the run-up to a planet you'll fly in a spaceship, fighting the Mykroids' smaller fighters. Once you reach the planet you'll take over their weapons and move around a terrain similar to Thunderhawk, and with better graphics (this is the first Mega-CD game to feature full 3D scaling in its graphics). (Too impressive)

Soulstar includes some excellent animated sequences, features voice-over commentary throughout. The Star Wars-type music rises and falls with the gameplay adding intensity to the fighting. The 2-player mode allows one player to pilot while the other takes control of the special weapons.

Core Design seem to have become masters of the Mega-CD. It's not quite as good or as much fun as their first game, Thunderhawk, but, nevertheless, Soulstar is another Seniors in graphical, musical and gameplaying terms. If Core keep creating games with products like this the Mega-CD will be alive for a long time yet. - DG

FAST FAH

PUBLISHER: CORE DESIGN PRICE: £44.99

GRAPHICS



SOUND



PLAYABILITY



RAVES & GRAVES



OVERALL

85%

FAST FAH

PUBLISHER: CORE DESIGN PRICE: £44.99

GRAPHICS



SOUND



PLAYABILITY



RAVES & GRAVES



OVERALL

91%



AS THE CITY SUFFERS UNDER
CRIME AND CORRUPTION, THE
POLICE DEPARTMENT FANS
THE FLAMES.

STREETS OF RAGE

SKATES' STORY PART 2

GOOD COPS DON'T LIVE LONG THESE DAYS

YOU'RE HISTORY, MURPHY!

I KNOW YOU -
YOU'RE A COP!

I KNOW YOU!

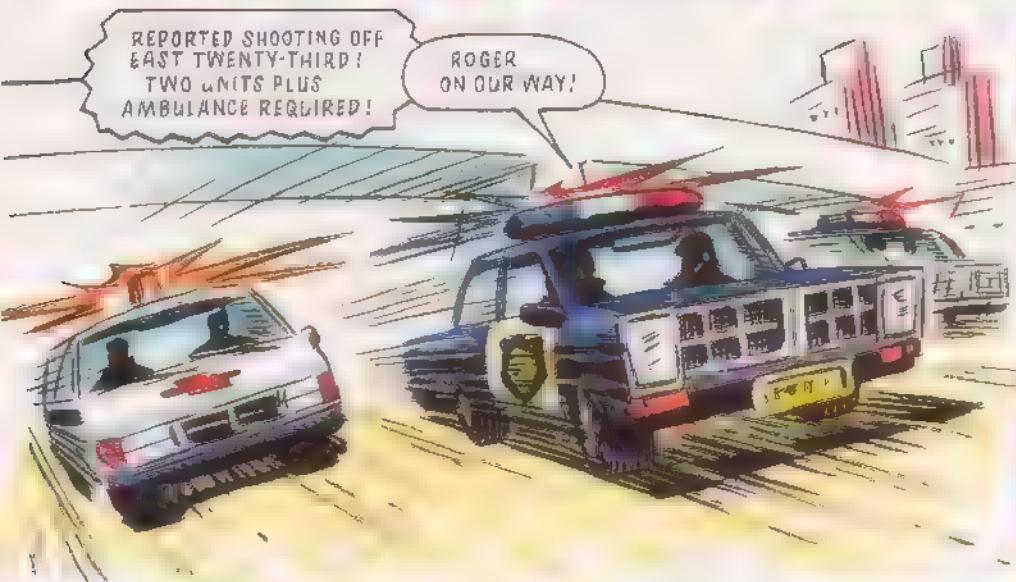
YEAH,
FAMOUS
LAST
WORDS:

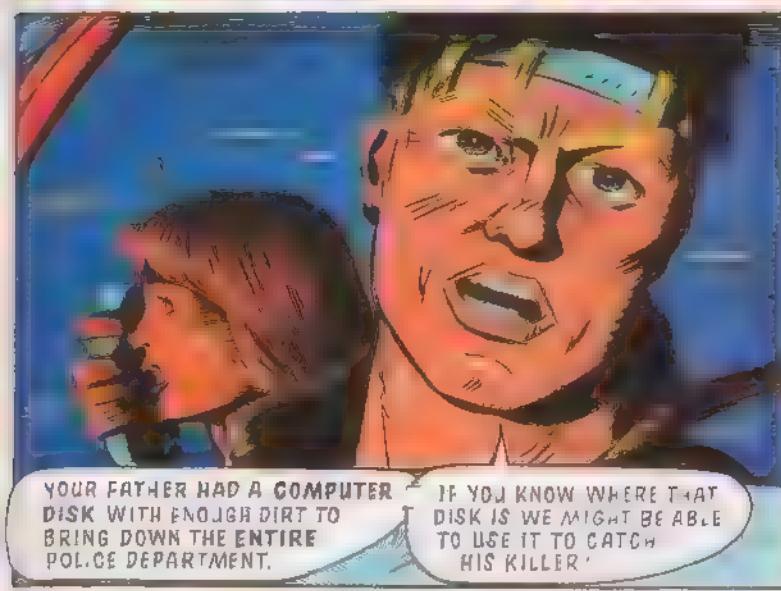
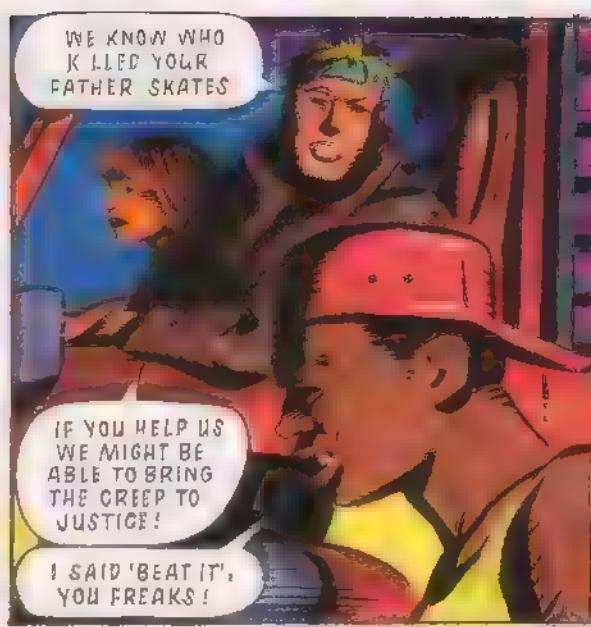
NO EEARGH!

BLAM!

BLAM!

I NO'SEE
NUTHIN'
I NO' WANT
TROUBLE!





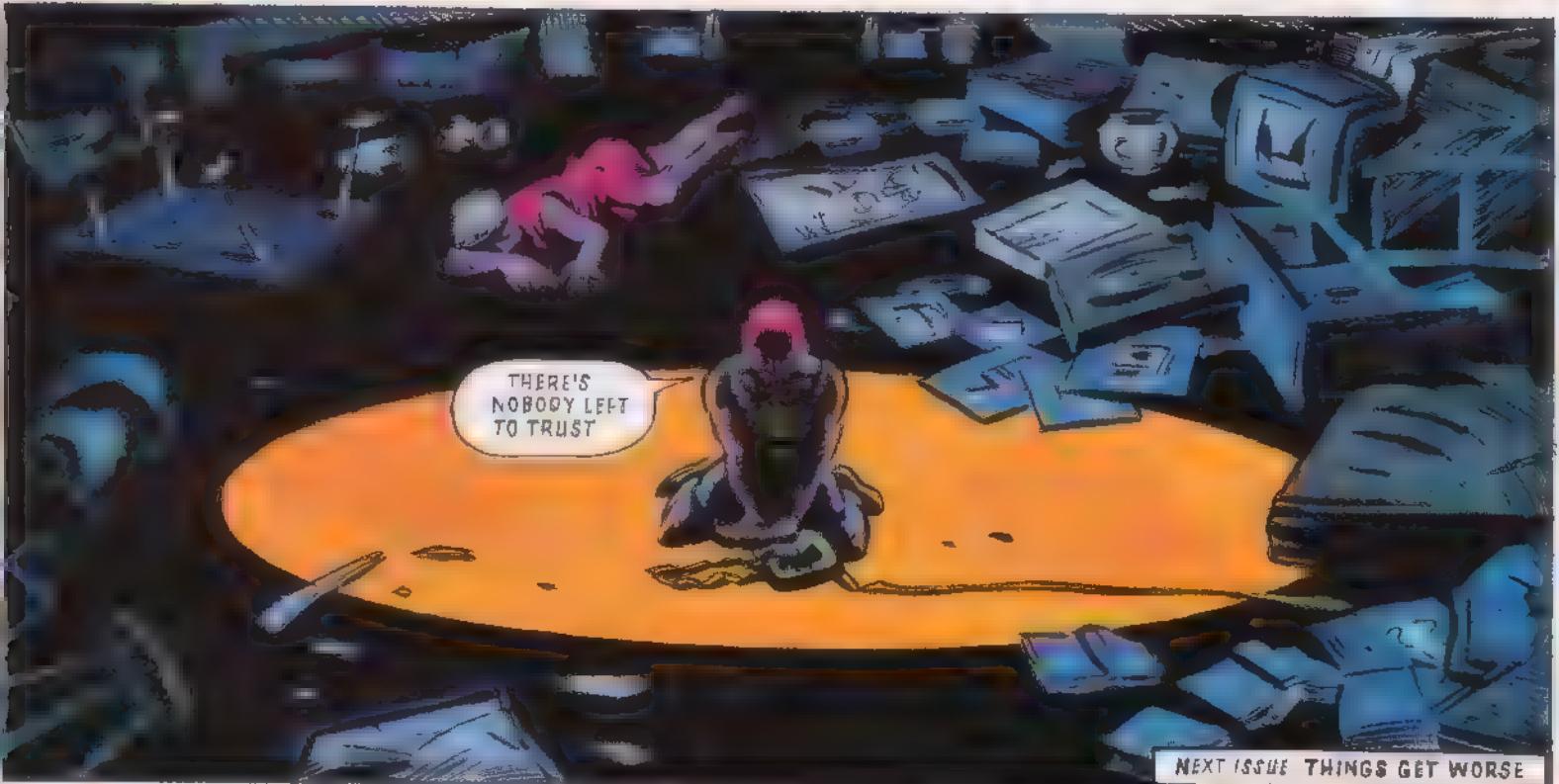
AXEL WAS **RIGHT**!
HE WAS RIGHT ALL
ALONG.

SKATES' DAD HAD
BEEN SET UP.

THE COPS HAD TRASHED
THE PLACE—LOOKING
FOR THE DISK.

WEIRD THEY DIDN'T THINK
TO LOOK IN THE TOILET.

SEEMS LIKE
THE MOST
OBVIOUS
PLACE IN
THE WORLD!



NEWS ZONE

MEGA JET POWERS UP

The most amazing Mega Drive yet - but there's a catch!

Meet the Sega Mega Jet, the smallest, lightest most portable Mega Drive console yet produced. Unlike the new Multi-Mega MD/MCD combo (News Zone, STC 20), the Mega Jet is designed to be completely portable, running standard MD games carts from a battery power supply if needed. Sounds great, huh? One tiny problem - the Mega Jet is only available in Japan.

Sega engineers have managed to cram a standard Mega Drive 2 configuration (power supply and audio/video port) into a compact package measuring just 7 x 2.5 x 1 ins. A top-mounted slot takes standard MD carts. The power switch is on the left side and the joystick plus six-button control is in the front of the unit.

Unfortunately, since the Mega Jet has been designed for the Japanese market, the TV and composite outputs are NTSC (the Japanese and American TV standard) rather than PAL, the European system.

The new Sega Mega-Jet is now £299.99.



Although chiefly meant to be run off an AC power supply, a couple of Game Gear Ni-Cad batteries and a small LCD colour TV means the Mega Jet can be taken on planes, trains, buses, etc. True gaming on the move! In fact, Sega have produced an in-flight version of the Mega Jet (complete with LCD display) which some airlines will be building into their in-flight entertainment systems.

Sadly, there are no plans to release the Mega Jet to the European market. In Japan it would cost the equivalent of £170.00. At least you can dream.

BIG GREEN HULK

U.S. Gold promise a smashing new game!

The Incredible Hulk is back! You probably won't remember the Marvel superhero's first appearance in an electronic game, strangely enough. It was a text-based adventure with a few pictures, written for the old 8-bit computers a most a decade ago, but this new release from U.S. Gold promises to be far more action-packed.

This time around we do, Green-Gant's up against the mastermind The Leader and his many doobodders who are causing mayhem throughout the world. I shouldn't come as a surprise, but should do a lot of 'talking' to earn that The Hulk has to bash his way through smash the scenery andump between the platforms to get five lives comprising over 30 thousands of actions and many secrets to discover.

THE GOLDEN SHOT

World Cup tension reaches fever pitch!

Here's a novelty; a publisher not relying on the strength of a licence to sell a game. The whole team behind U.S. Gold's official World Cup USA '94 (News Zone, STC 24) are football crazy and apparently have a great deal of experience in producing soccer simulations. That's certainly a good start - but can they score?

With World Cup USA '94 you can expect to see all the traditional rules and features, plus a little more besides. U.S. Gold reckon that absolutely anyone can pick up and play it, but, more importantly, a comprehensive editor can be used to customise the program to suit the way you want to play. It seems that pretty much everything about World Cup USA '94 is adjustable, from the players abilities and the colour of their skin and kit to the format of the tournament itself. The Mega Drive cartridge comes complete with a battery back-up, so all your DIY efforts won't go to waste.

With so many alternative simulations available, this official release will need to be as playable as it is flexible. Prepare to find out as World Cup USA '94 kicks off this month for the Mega Drive, Master System, Game Gear and Mega-CD.



World Cup USA '94: a sure-fire winner - on paper, at least.

THE GRADUATE

The Hulk's weedy alter-ego, the boffin Bruce Banner, also plays a part... but he's far more useful than you'd expect. A power-up is used to transform The Hulk into Dr. Banner who can then reach areas inaccessible to his bigger, bulkier other self.

The strength of The Incredible Hulk so to speak is that it's not a simple sog fu of walking punching and jumping from A through to B - there are plenty, of not spots where a little bit of thought goes a long way to making progress. The Incredible Hulk is due or release next month for the Sega Drive and Game Gear.



"Orrr! Fumel! And so on . . . Hulk smash!" Hoavvve gh. Mega Drive action with the maddest green superhero of them all.

A collage of three photographs of a child's room. The left photo shows a wooden shelf with books and a soccer ball hanging from the ceiling. The middle photo shows a white dresser with a teddy bear and a small table with a lamp. The right photo shows a child sitting at a desk with a yellow chair.

Macko has more than one trick up his sleeve thanks to his magical football.



卷之三

UNROOM AT THE TOP



SOCER SORCERY

Fantasy football with a novel run 'n' jump twist

One of the more unusual soccer-influenced releases this year will come from Domark ... Marko's Mag c Football is a blend of footballing and platform action in a similar vein to Krasa's computer hit Soccer Kid. Incidentally a Mega Drive conversion is on its way!

Colonel Brown has come to town and he wants to put everyone down so he can wear the crown. Someone must stop him from using his deadly stodge which turns law-abiding citizens into raging monsters, before it's too late.

Enter the star of this show: Marko, who - surprise - has a magic football which he kicks around ... not on a proper pitch but through 14 different secret packed levels (such as the Sewer, the Forest and ultimately Colonel Brown's Toy Factory) to help him fend off zany adversaries (and there are over 100). Marko's Magic Football boasts a distinctive cartoon look complete with special effects and more than 300 frames of animation used for Marko's 'magic' moves (including overhead kicks and headers).

Marko's Magic Football is released this Summer (psst . . . probably June) on the Mega Drive (£44.99) and the Game Gear (£29.99).



Watch out for Margo's extra expressive facial features

SONIC'S WORLD

Part 1

Kintobor spelled backwards is...

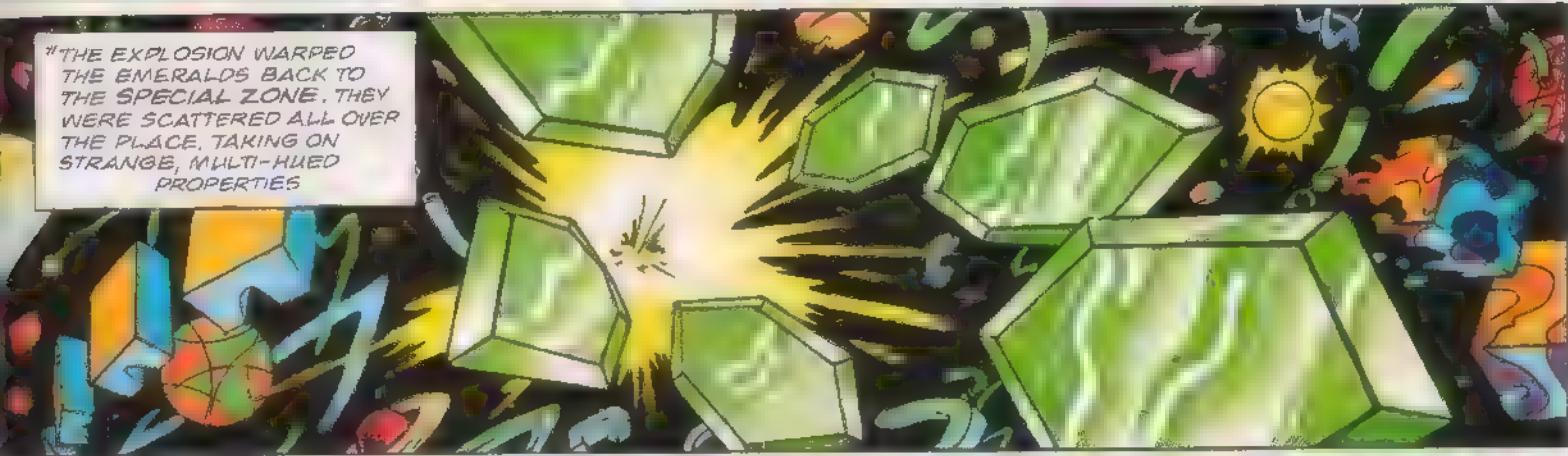


"IT WAS THE MACHINE CONTAINING THE CHAOS EMERALDS THAT EXPLODED, CREATING DOCTOR ROBOTNIK."

"IT ALSO RELEASED THE EMERALDS FROM THE STABILIZING INFLUENCE OF THE MACHINE'S MOBIUS RINGS."



"THE EXPLOSION WARPED THE EMERALDS BACK TO THE SPECIAL ZONE. THEY WERE SCATTERED ALL OVER THE PLACE, TAKING ON STRANGE, MULTI-HUED PROPERTIES."



"SONIC CALLED N HIS BRAINY CHUM, PORKER LEWIS..."

"WILL SOMEBODY TELL ME WHAT'S GOING ON?"

"OKAY, PORKER, SO WHEN DID MOBIUS RINGS START TALKING?"

"NOW PORKER'S PRETTY SMART... FOR A PIG."

SOMEHOW DOCTOR KINTOBOR'S BRAIN PATTERNS HAVE BEEN RECORDED ON THIS MOBIUS RING.

HEY! I KNEW SOMETHING WAS DIFFERENT.

"NEXT THING YOU KNOW HE'S WHIPPED ME UP.. THE KINTOBOR COMPUTER!"

"SOME PEOPLE THINK I'M JUST A DUFF COPY OF DOCTOR KINTOBOR! BUT WHAT DO THEY KNOW!"



PORKER LEWIS
WAS HAVING THE TIME
OF HIS LIFE GOING THROUGH
DOCTOR KINTOBOR'S SCENT FC
OF ICES UNT LONE
DAY



I HAVEN'T
SEEN HIM
SONIC

RATS!
IT'S NOT LIKE
LEWIS TO MISS A
DAY AT THE
LAB

STAY
WHERE YOU
ARE

WHAT ON
MOBILS ARE
THOSE?

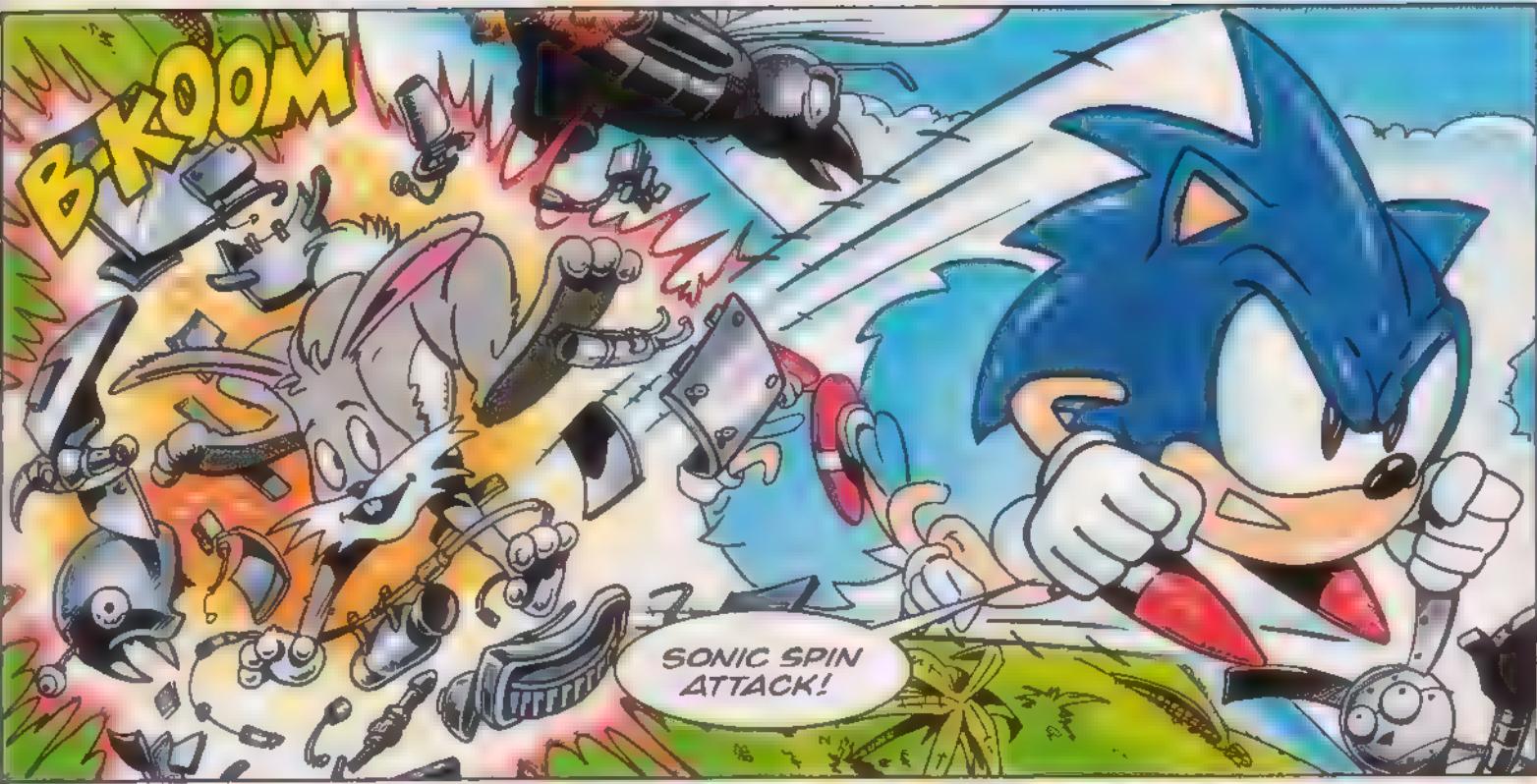
WE ARE
BADNIKS
LOYAL SERVANTS
TO THE GREAT
ROBOTNIK.

SONIC!

AND YOU'RE
ABOUT TO BECOME
ONE OF US!

HANG
ON DUDE!
NOW'S MY CHANCE
TO TRY OUT SOME-
THING I'VE BEEN
WORKING
ON...

I CAN
T MY



THE BADNIK PROBLEM TURNED OUT TO BE A LOT WORSE THAN ANYONE THOUGHT

ALL OVER MOBIUS FOLK WERE VANISHING REPLACED BY ROBOTNIK'S METAL CREATURES

"BUT AS ROBOTNIK HAD NO RECALL OF HIS PREVIOUS EXISTENCE AS DOCTOR KINTOBOR, SONIC WAS A BIT OF A SURPRISE TO HIM*

"WITH THE BLUE ONE AROUND, THE BADNIK PROBLEM BECAME HISTORY!

"SONIC EVEN MANAGED TO LOCATE THE MISSING CHAOS EMERALDS BEFORE THEY COULD FALL INTO ROBOTNIK'S HANDS

"IT LOOKED LIKE MOBIUS' PROBLEMS WERE OVER"

* SEE THE FIRST CLASSIC SONIC THE HEDGEHOG GAME FOR THE FULL STORY - MEGADROID

NEXT ISSUE BUT THEY WEREN'T...

Q Zone

Q Zone's new service for the masses of Boomers who deluge STC with requests for help with all the various Sonic The Hedgehog games. Stand by once again to have your Sonic problems solved!

Sonic Solver: Vincent Low

Sonic Chaos



PART 4 - THE BOSSSES

SPECIAL NOTE: This solution is based on the Game Gear version of Sonic Chaos. The Master System version is almost identical, except for a few changes which are noted. Keep your scanners peeled!

TURQUOISE HILL ZONE BOSS 1: THE TRACKED BUG

1. Keep Sonic running right until the screen stops scrolling.
2. A real nasty bug-type boss trundles up from the right but stay calm - this is easy!
3. Run to the far left of the screen, turn and face the bug, push Down and Button 2 to do a Dash Attack on it. You will hit it face on and bounce straight back. Quickly repeat the move, it will be slowly moving towards you - when it gets too close, jump over it and go to the far right corner and repeat.
4. After hitting it five times (eight in the MS version) it will explode in a very satisfactory manner. One down, five to go!



GIGALOPOLIS ZONE BOSS 2: THE ROBO-SNAKE!

1. As you run right through a tunnel you'll see Robo-Snake with another fiendish boss from Robotnik's Badnik army.
2. When Robo-Snake goes to the far left and stands there, a giant snake segment emerges from your right and begins to crawl upwards.
3. An infrared ray gun will hit the snake if you hit the body you only have one segment of the snake body will break away and home in on you.
4. There is a simple technique to beat the snake. Go to the far left and wait for the snake to release a part of its body or tentacle. As soon as the segment goes loose, leap straight up and over the body section. Quickly follow-on with an attack to its head. Then go back to the far left and repeat.
5. The real danger area comes if you're attacking the head and it releases a segment of its body upwards. Make sure you attack as quickly as possible after you have leapt over a body segment.



SLEEPING EGG ZONE BOSS 3: THE POGO-POWERED ROBOTNIK

1. There is a most no set pattern to beat Robotnik's pogo-powered machine as it jumps and fires a single homing pattern to your position.
2. Robotnik enters from the top right and drops straight down to ground level. Where he does this, go to the far left corner and wait. He will start bouncing towards you firing bullets in spurts of three at a time. Take care to avoid these and ram his craft.
3. After the third bullet has been fired, and only then, don't try to attack before all the bullets have been fired - position Sonic on the far left and jump straight up, then push hard right to hit Robotnik. Next, push hard left to get Sonic back to the left again.
4. Remember - it's vital to time your leap carefully and only jump after Robotnik has fired the last of his three-bullet spurts.



6. Another technique you could try is to go to the far right as soon as you enter the boss screen, and the second Robotnik hits the ground, leap up and to the left and attack his craft. He will then start moving left to trap you in the corner - allow



him do this! As he gets closer you'll find you can get in several more hits at close range. Of course you'll be stomped and lose rings, but with careful timing, you can get out alive with one or two rings and keep pressing your attack after each three-hit attack!

7. If you find this a little too tough, here's another idea (but your timing will have to be good): Robotnik's pogo machine will leap up off the screen after a while then drop down either near or on top of Sonic. When it starts going up run to a position about eight centimetres from the far right side of the screen. He will home in on you and just before he drops down from overhead, run to the right side of the screen and repeat your Spin Attack move to his upper body as he homes in on your position.

7. Remember to get an Extra Life on this stage. This will enable you to keep practising until you can beat this boss. All it takes is (five/eight) hits!

AQUA PLANET ZONE BOSS 5: THE EGG WITH THE DEADLY CENTRE!

1. Robotnik's egg-shaped body will appear from the top corners of the screen and fall to the ground level. Ensure you are in the corner of the screen.

2. Walk towards you, trying to knock you down with their head and bounce to the right. As it bounces, use the same techniques as the previous boss. Ensure you land on its head - don't touch the pectoral buttons and it will just pass over you in the right corner with you on top of it.

3. If your timing is fast, keep bouncing up and down to make sure you land on top of the ball again. Roll it sideways, press Right and then the Joypad when you bounce off it.

4. After 10 hits (from the MS), it will explode and move up the screen. Push Left and land on the ground as it moves upwards.

5. The top half of the shell will disappear, revealing the lower half. If you touch him now, he will release missiles that go up off the screen and then drop down - having you on you!

6. Keep your cool!

7. The best tip you can have is to hit the bottom edge of the shell when it drops when it's about to release missiles, to make your move when it arrives!

8. After you have completed the stage, you will receive a stage bonus.

MECHA GREEN HILL ZONE BOSS 4: THE BUG-ON-A-STICK!

Nowing, the虫子は必ずこの位置に立つので、彼の位置をメモしておきましょう。ドクター・ロボンクがいる場所をメモしておきましょう。通常のアドレス。

1. As Sonic enters the Green Hill Chamber for the second time, you'll see a small pink-to-the-right-and-the-best-with-drop-down-a-vertical-pole from above. It will fire single and multiple rounds of blasts at Sonic. These are hard to avoid but help is at hand!

2. This boss is actually one of the easiest bosses to beat in the Chaos Zone System, but has been stepped up somewhat for the GCG.

3. As soon as he appears, leap up and right-to-left-on-top of him. Then roll, bounce off and up. Keep your finger jammed in the upper-right position - do not touch any buttons just keep pressing upper-right.

4. Sonic will bounce high and right off him. You have to hit the board, take him out, and as long as you keep pressing upper-right you stay above his

blasts and keep landing on him. He'll eventually disintegrate after ten hits (eight on the MS).



ELECTRIC EGG ZONE BOSS 6: ROBOTNIK - THE FINAL ENCOUNTER?

1. Doctor Roboank will enter from the far right in his mechanical walker. 2. You have to hit him on the head 16 times to beat him. He will fire bullets at you both horizontally and diagonally.

3. You'll be tempted to jump on him and keep bouncing on his head, but be patient. The bullets he fires have a nasty knack of being on the same level as Sonic!

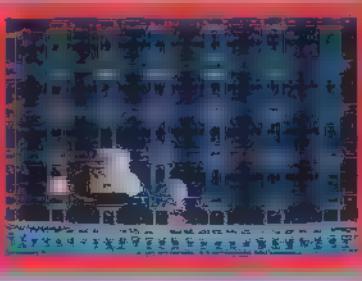
4. When they are close, jump out of the way and wait for your moment to leap on him again. Keep your bounces as low as possible - this way you get more hits in quicker. If you lose all Sonic's rings ignore Robotnik, leap high to get over him to retrieve a ring pronto!

5. After you've hit Robotnik 16 times, he flies off to the right and you can follow. You'll see him above you in his special flying car which flies off to the left and then zooms back to attack Sonic.

6. Ram him a few more times to beat him. Go to the right side of the screen and when he enters from the left, leap and land on him. Do not, under any circumstances ram his ship, as you'll lose a life!

7. Eventually Robotnik's ship explodes and you can run after him. However, watch out as he's waiting for you. As you approach he runs off to the right and you can follow him. He then leaps onto his floating pad at the far right and floats up off the screen. Has the Rotten Egg escaped yet again?

THE END OF THE SONIC CHAOS SOLUTION!
COMING SOON:
SONIC 3 - SOLVED!



WONDER BOY

In
part 5

SHION THE WONDER BOY, LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH HAVE BEEN CAPTURED BY THE DINOSAUR KING IN GHOST WORLD.

HOW WILL I EVER GET OUT OF THIS? MAYBE I'LL TRY THE FRIENDLY APPROACH.

ER HELLO, SENSE DINOSAURS GOOD DINOSAURS

LET'S NOT WAIT TIL MORNING

LET'S KILL 'EM NOW!

HOW SHALL WE DIVIDE HIM, BONEGRINDER?

NEXT MEAL OF HAM TO DIVIDE FRESH L OPIE! I TELL YOU, THROW DICE FOR HIM. WINNER EATS ALL!

ER MAYBE WE COULD TALK ABOUT THIS?

QUIT IT, LICK. MAKE SURE NO ONE ELSE EATS H.M. WHILE WE'RE GONE.

WOW, FLESHRIPE! YOU WINNOW THE DICE FOR ME

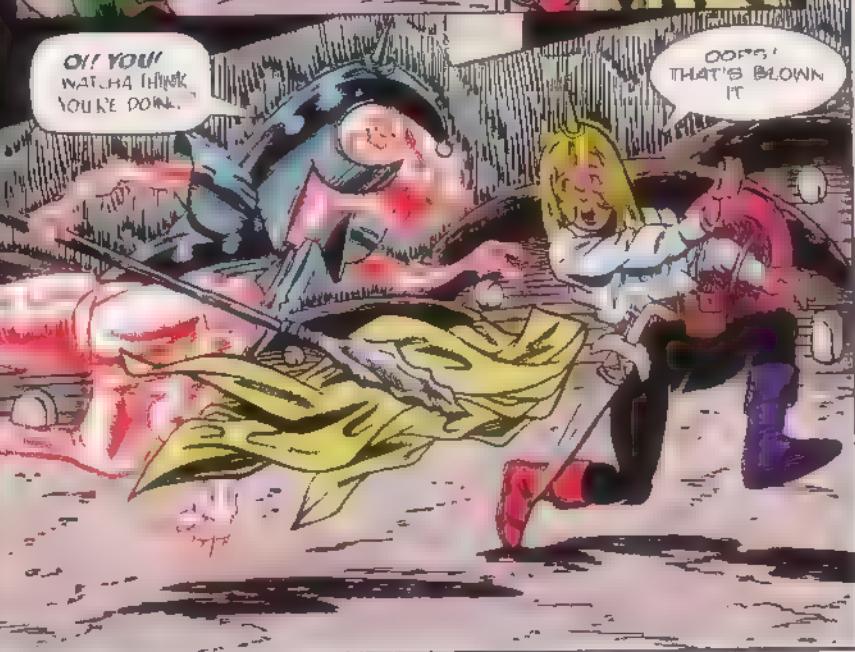
DELICIOUSLY I HAVEN'T EATEN FLESH FOR TENS OF THOUSANDS OF YEARS. NOT SINCE BEFORE I DIED AND CAME TO GHOST WORLD.

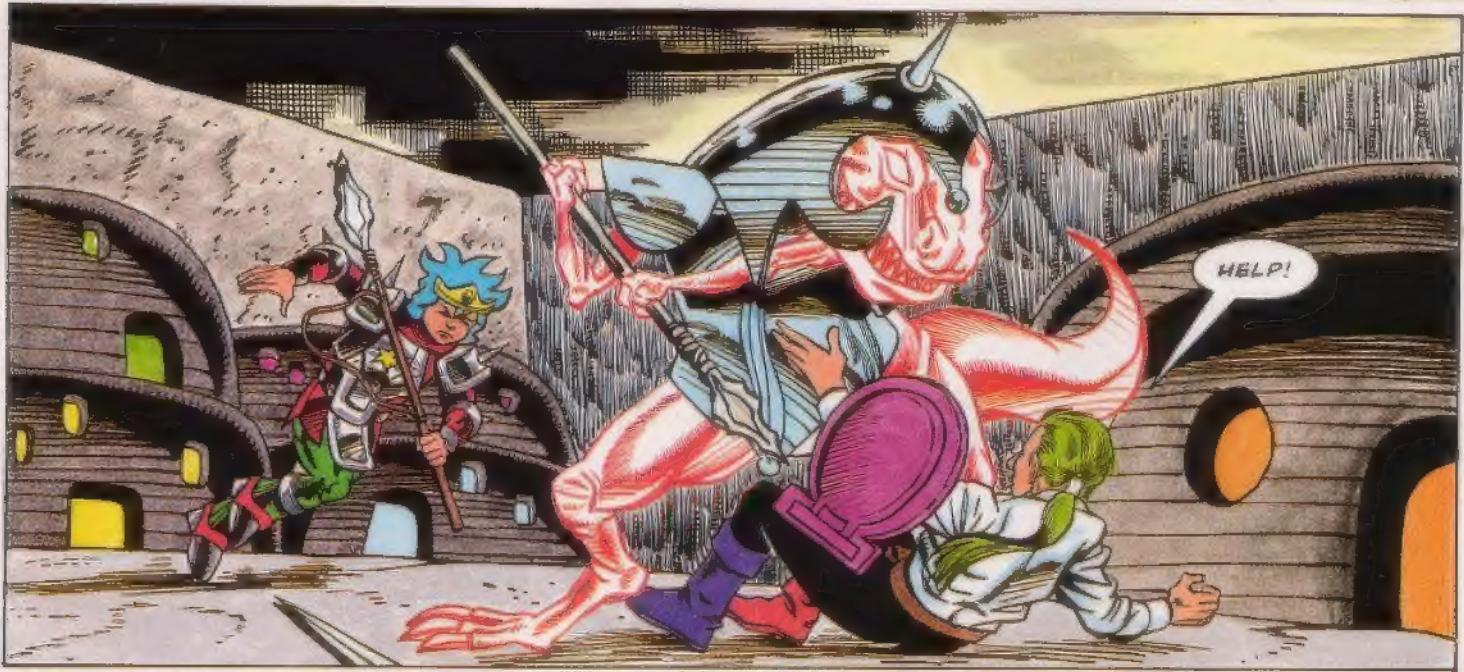
GO ON. PULL YOUR HAND OUT OF THE CAGE. NO ONE WOULD MISS A FINGER OR TWO.

GET OUT OF MY AD! I AM NOT ON THE MENU

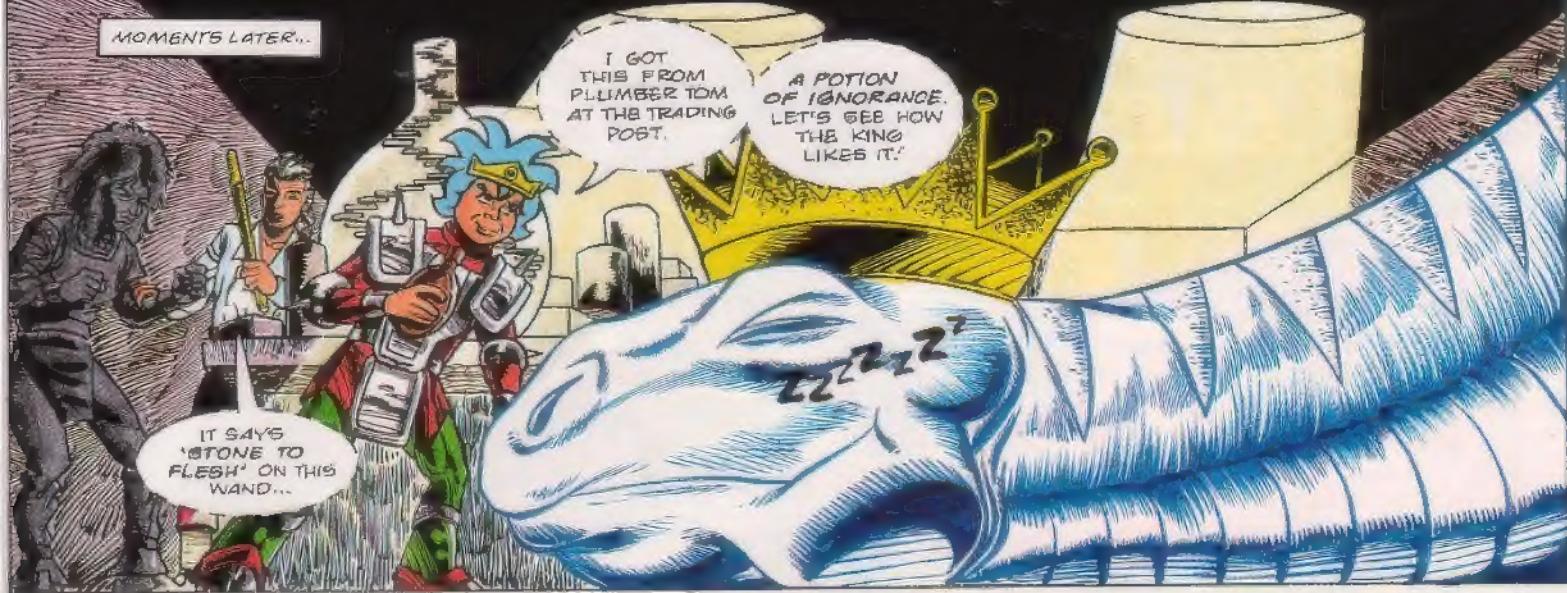
LATER THAT NIGHT A STRANGE LOOKING CREATURE APPROACHES THE SLEEPING GUARD...

zzzzzz





MOMENTS LATER...



NEXT ISSUE: FEAR THE KING!

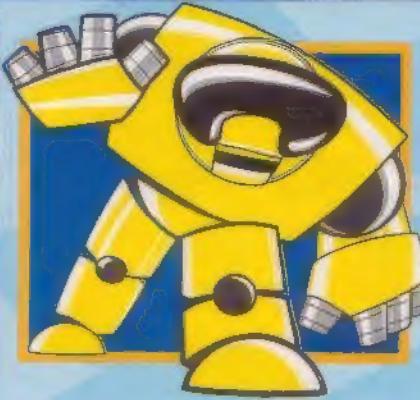
БМБ

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 28/31 Tavistock Place, London WC1H 0BU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segassational prize! Megadroid reserves the right to retain all correspondence submitted.



Barrel of Fun

Dear STC,

I read every issue so many times that I can read the words of the text within a few days of buying the comic. I am also going to use my STC's to coat a large keg that I want to transform into a Sonic Little Bin for my bedroom.

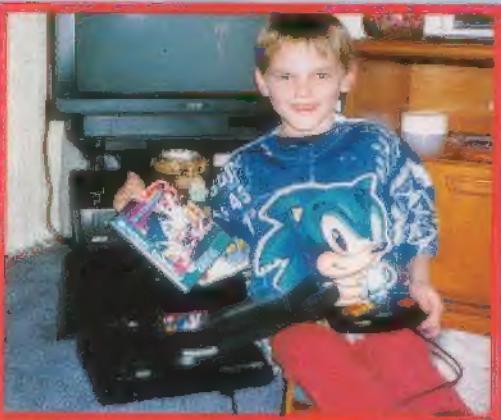
Daniel Hartley, Crofton, Wakefield.
Sonic Water Fun Game Winner.

He's a Cracker!

Dear STC,

Our son Christopher had *Sonic 3* on the release date of 24th February and by 5th March he'd completed it and had managed to collect all the Chaos Emeralds! Even though the game will by now have been completed by others, we wonder how many are just six years of age?

Mr & Mrs Morse, Plymouth, Devon.
MD owner.



Christopher Morse shows the rest of the family how it's done.

Style Victim

Dear STC,

I would like to say how I enjoy the different styles of artwork in each issue. My particular favourites being Ferran Rodriguez, Richard Elson and Casanovas. Also my sister suggests that you put pin-ups in the centre pages and have advertisements on the reverse. We both think that sew-on patches would make good free gifts.

Andrew Senyszyn, Nuneaton, Warwickshire.
MD owner. Sonic Water Fun Game Winner.

Stay tuned, Andrew, the best free gifts are yet to come!

Fatherly Advice

Dear STC,

I really dig the comic and think it's a real knockout but one day my dad told me off for not reading something more educational. However, I later discovered him in the dining room with his head buried between the pages of STC! Now he reads it in the open and has never mentioned education again.

Ross Shannon,
Maughall, Isle of
Man. MS & GG
owner.
Sonic Water Fun
Game Winner.



What do you mean,
Ross? This is part
of your education!

Robolette's
Girlfriend, Robina,
Charlotte Briggs,
Kings Lynn, Norfolk.
Sonic Water Fun Game
Winner.



Brotherly Love

Dear STC,

My 10 year old brother Michael reckons that I'm wasting my money buying STC and says that other mags include more news and reviews etc. I say he's wrong! The £3 magazine he buys rarely includes the game reviews he wants, so he takes my comic, complaining that it's 'a piece of junk' after he's read it. I can't wait to see his expression when he sees this in print as you don't know how often his letters have failed to get published in his 'precious' magazine.

Chris Savva, Basildon, Essex.
GG owner.
Sonic Water Fun Game Winner.



Revenge is sweet, eh,
Chris?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segassational prize! One of these fabolous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic patch off the power ridge. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megafabulous Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0708 872287.



NEXT ISSUE!

STC HITS ONE!

CELEBRATE ONE YEAR OF SEGA-POWERED THRILLS IN STC 27!

SONIC

TRAPPED ON THE MIRACLE PLANET
AND TARGET OF THE DEADLY METALLIX!

WONDER BOY

THE AMAZING CLIMAX TO GHOST WORLD!

PLUS!

SONIC'S WORLD
STREETS OF RAGE

NEWS, REVIEWS, TIPS AND MORE!

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NO SONIC FAN WOULD MISS IT!

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Fill in & send to:

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25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD MS GG MCD

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 26

OF STC?

0/0